

# Flight Validation of Instrument Processing Onboard Earth Observing One: A Status Report

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# Goals

- Baseline: Demonstrate that hyperspectral data can be used to synthesize multispectral data onboard.
  - Specific: Demonstrate that Hyperion Hyperspectral data can be used to synthesize OLI multispectral data onboard.
- Stretch: Demonstrate other technology push onboard processing techniques
  - Specific: Bayesian Thresholding, Support Vector Machine Learning, Random Decision Forest

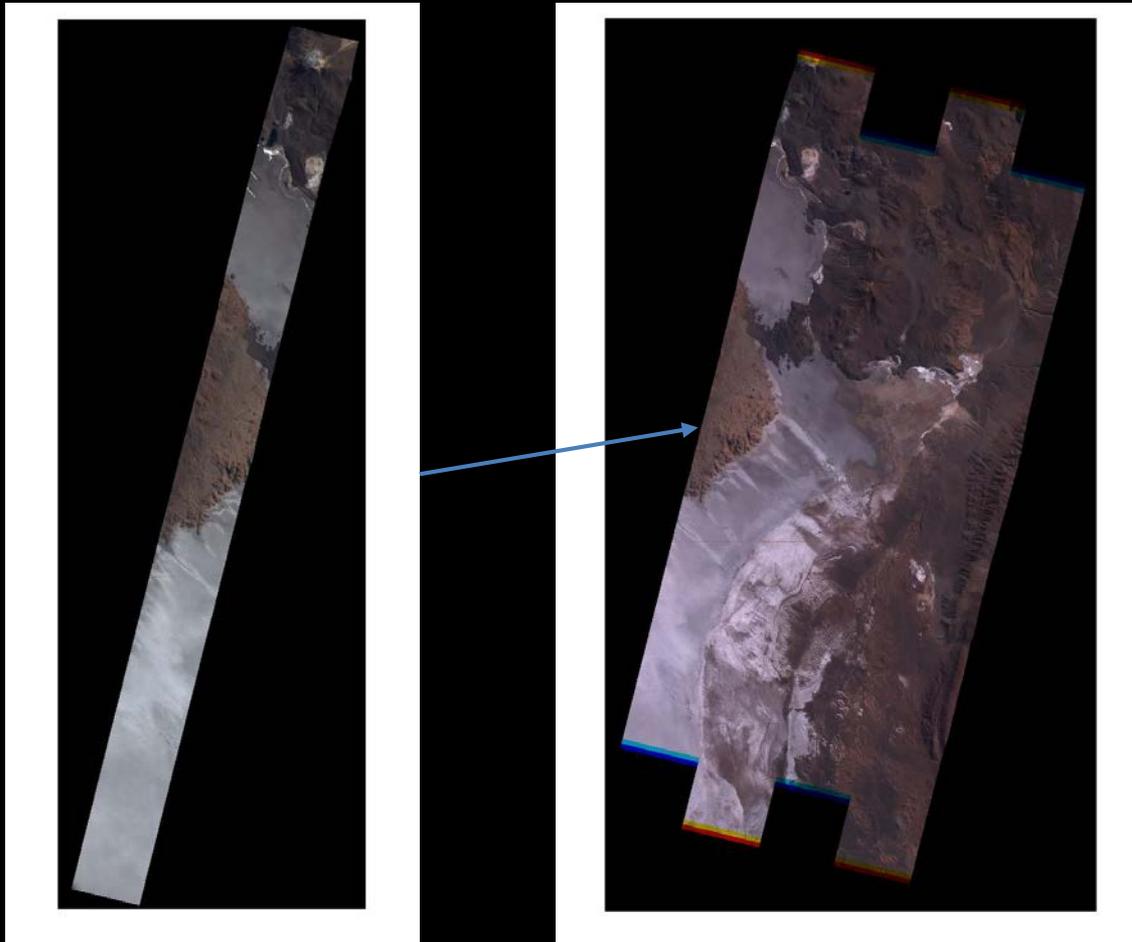
# Approach

- Utilize existing capabilities
  - Autonomous Sciencecraft (ASE) Flight Software [Chien et al. 2005] in use to operate EO-1 2004 – present.
  - ASE includes
    - Onboard Hyperion Data Analysis
      - Uses Microtel Band stripping
    - Onboard mission re-planning
    - Onboard execution

# ASE Instrument Data Processing

- Band stripping capability
  - Implemented by Microtel
  - Enables band stripping of 12 Hyperion Bands
    - Must include at least 1 SWIR and 1 VNIR band
    - Strips out 1024 x 256 pixel image
    - Requires ~ 20 minutes to strip
  - ASE provides
    - Standard interface for accessing the stripped data
    - Standard interface to output data product
    - Data is then downlinked via S-band
      - Automatic Eng. DL is option as is file download

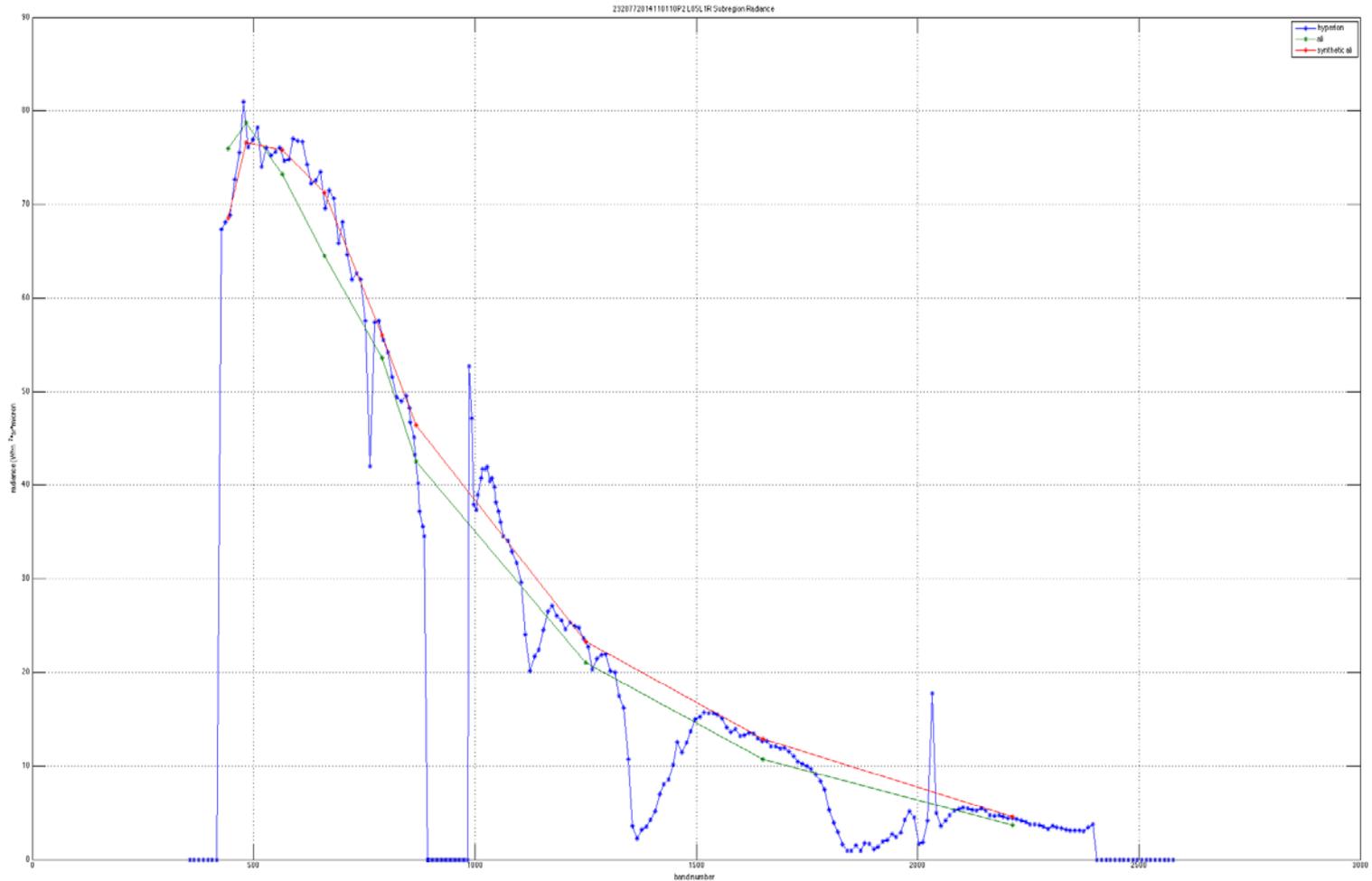
# Sample Hyperion → ALI



(L) Hyperion Synthesized to ALI  
Arizaro Desert, Argentina

(R) ALI

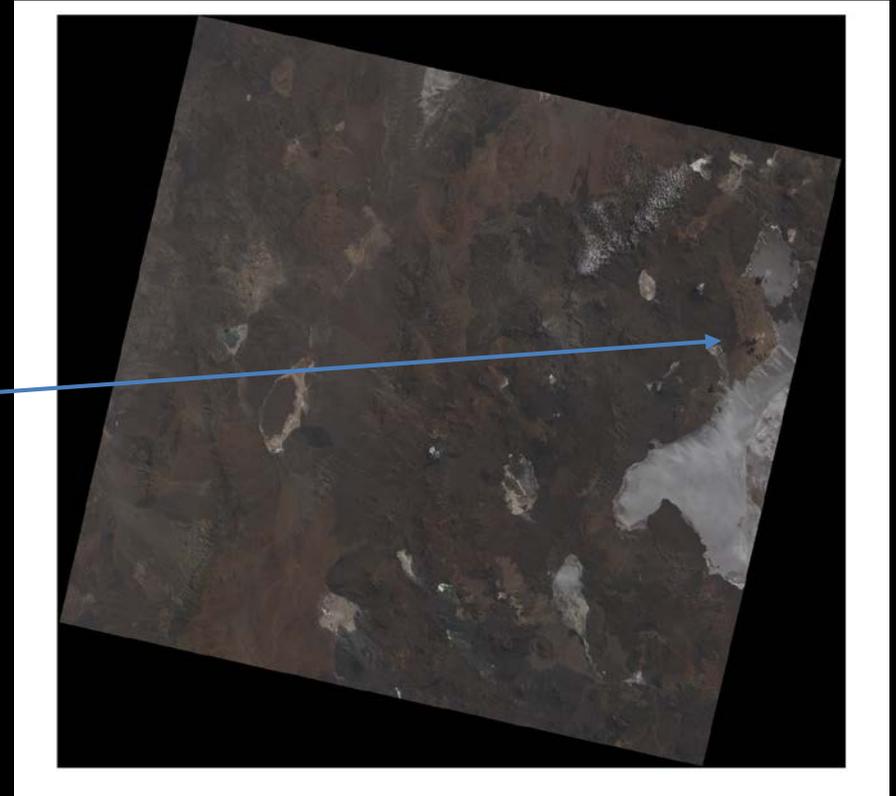
# Radiance Subregion comparison



# Sample Hyperion → OLI



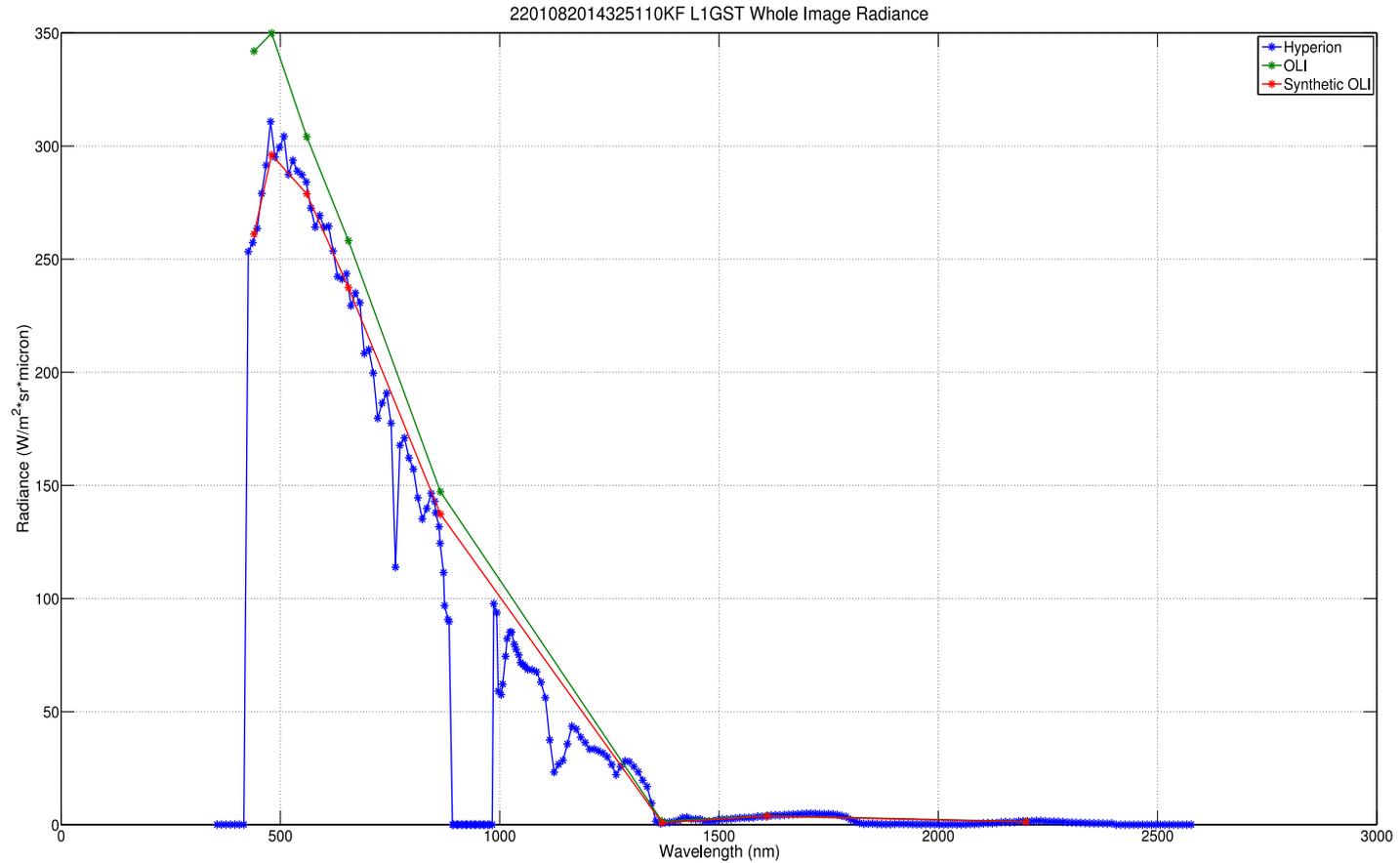
Hyperion→OLI



OLI

Arizaro Desert, Argentina

# OLI Radiance Subregion Comparison

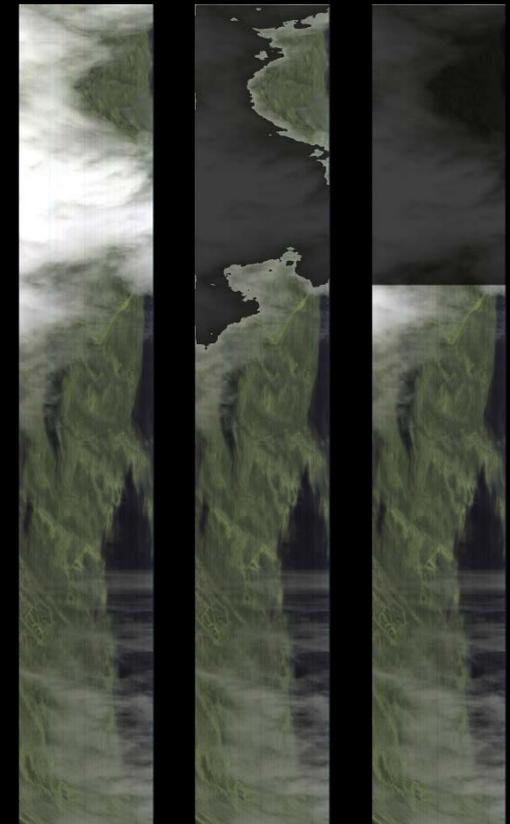
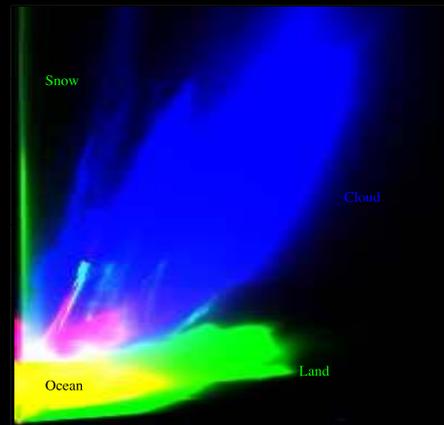


Not nearly as clean as ALI due to geo-correction.

# **OTHER INSTRUMENT PROCESSING TECHNIQUES**

# Thresholding Cloud Screening

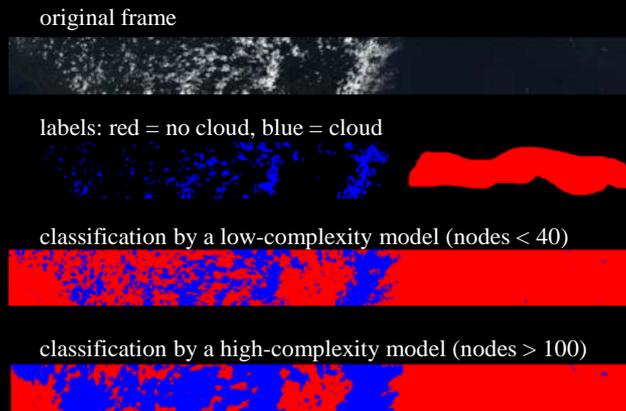
- Computes optimal thresholds in multi-dimensional spectral space given:
  - false negative,
  - false positive costs by modeling spectral distribution of pixels
- Previously used on Aviris NG (Thompson et al. 2014 TGARS)



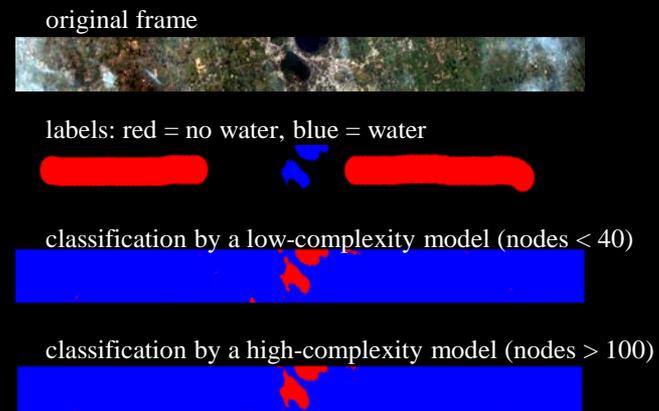
Aviris-NG screened data using 0.45  $\mu\text{m}$  and 1.65  $\mu\text{m}$  bands<sub>10</sub>

# TextureCam: Random Decision Forests

- **Motivation:** Onboard cloud screening can assist with image triage and prioritization for downlink. Other classification problems can be addressed by RDFs.
- **Problem:** Previous methods have generated larger RDFs, we would like to see if compact RDFs can classify well.
- **Solution:** A forest classification engine designed to classify surfaces in images based on visual appearance.
- TextureCam provides automated cloud cover assessment in EO-1 Hyperion data.



Cloud Classification



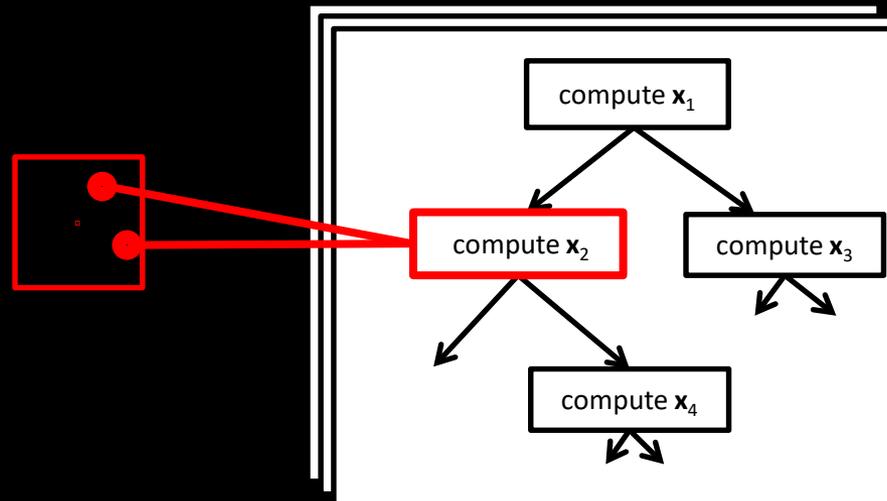
Surface Water Extent Classification

# How it works

- We trained the system on manually-labeled images from ground data set.
- At runtime, the classifier calculates visual attributes by analyzing a local neighborhood around the classified pixel.
- A decision forest aggregates class probability estimates from multiple independent decision trees.

Pixel to be classified

Random forest classifier



# Visual Saliency

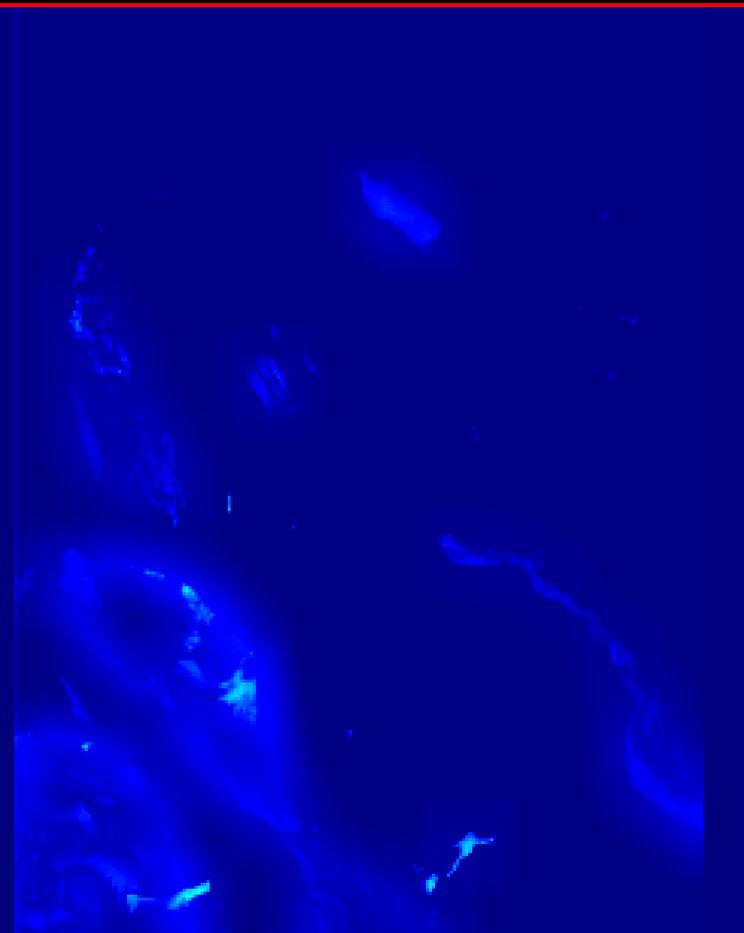
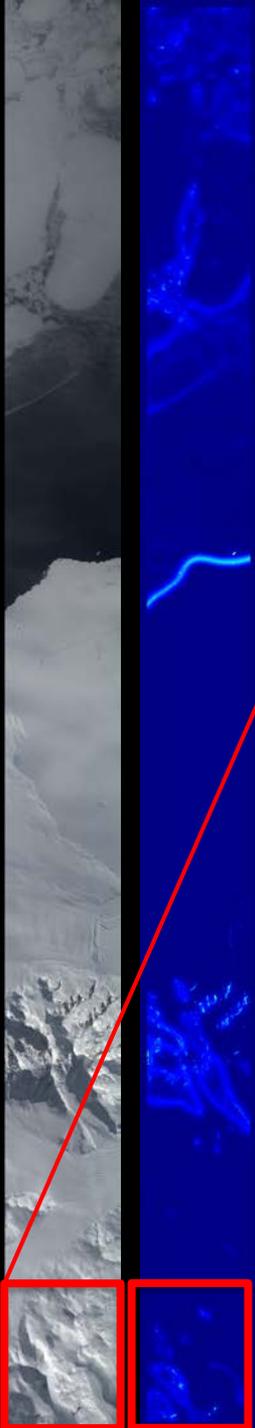
- Run sliding window across image
- For each window,
  - Compute statistical deviation of center pixel from its surroundings

$$S_p(x, y, w) = \frac{1}{M} \sum_i |p_{x,y} - i| P_w(i),$$

- Saliency values can be used to prioritize images or crop out subsets with high saliency
- Visualize result (saliency map) with heat map

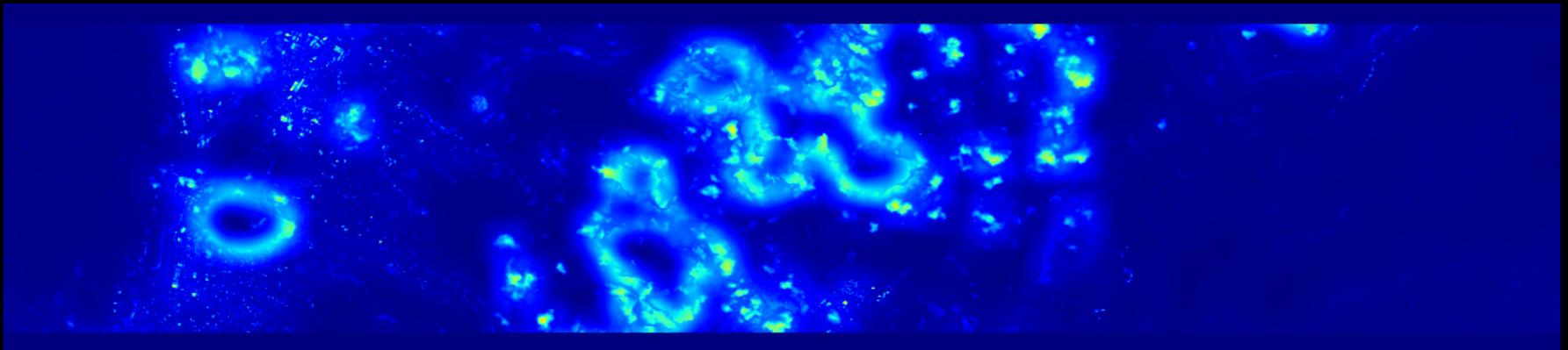
# Saliency results on Hyperion data - Antarctica

Output highlights small crisp anomalous features



# Detects cloud edges and buildings

- Hawaii



North of Lake  
Mendota –

Detects  
isolated  
snowy areas  
and  
isolated  
cleared areas

# Status

- EO-1 FSW Upload 29 Sep – 4 Oct 2016.
- Jump to new code Monday 10 October 2016.
- Nominal operations follow.
- 1<sup>st</sup> test scene Arizaro, Argentina scheduled for 14 October 2016.

# Conclusions

- EO-1/ASE has excellent supporting infrastructure to flight validate OLI product generation onboard
  - Flight tests for OLI and ALI generation onboard are under way!
- Additional technology push onboard processing technologies will simultaneously be demonstrated
  - Threshold-based cloud screening
  - TextureCam / Random Decision Forest
  - Visual Saliency